



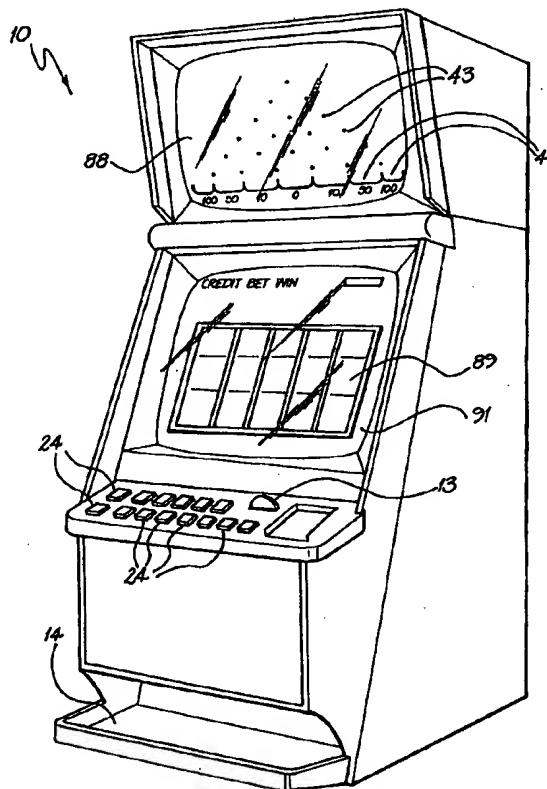
INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification 7 : A63F 7/02, 13/10 // G06F 161:00	A1	(11) International Publication Number: WO 00/30727 (43) International Publication Date: 2 June 2000 (02.06.00)
<p>(21) International Application Number: PCT/AU99/01047</p> <p>(22) International Filing Date: 24 November 1999 (24.11.99)</p> <p>(30) Priority Data: PP 7293 24 November 1998 (24.11.98) AU</p> <p>(71) Applicant (for all designated States except US): ARISTOCRAT LEISURE INDUSTRIES PTY LTD [AU/AU]; 71 Longueville Road, Lane Cove, NSW 2066 (AU).</p> <p>(72) Inventors; and (75) Inventors/Applicants (for US only): BENNETT, Nicholas, Luke [AU/AU]; 28 Quinlan Parade, Manly Vale, NSW 2093 (AU). STEVENS, Christopher [AU/AU]; 85-113 Dunning Avenue, Rosebery, NSW 2018 (AU). VILLA, David [AU/AU]; 85-113 Dunning Avenue, Rosebery, NSW 2018 (AU).</p> <p>(74) Agent: F B RICE & CO; 605 Darling Street, Balmain, NSW 2041 (AU).</p>		<p>(81) Designated States: AU, JP, NZ, US, ZA.</p> <p>Published With international search report.</p>

(54) Title: SLOT MACHINE PIN AND BALL GAME

(57) Abstract

An electronic gaming console is illustrated having a console cabinet (10) including a prize display (12), a coin entry slot (13), a payout tray (14) and internally mounted game control processor circuits. A video game is provided for play on the console in which images of objects (balls) are dropped through a series of obstacles (pins) and eventually fill a number of containers. Prizes are paid according to either the number of balls which are in each container at the end of the ball drop and/or the manner in which the pins are hit.



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Slot machine pin and ball game

Introduction

The present invention relates to gaming machines or consoles of the type generally referred to as slot machines, and in particular the invention provides a new type of game played on such a machine.

5 Players who regularly play gaming machines quickly tire of particular games and therefore it is necessary for manufacturers of these machines to come up with innovative games or game features that add interest to the games provided on such machines in order to keep the players amused and therefore willing to continue playing the game.

10 **Description of the Prior Art**

Gaming or poker machines have been well known in the state of New South Wales for many years and have more recently gained considerable popularity throughout Australia, with quite substantial amounts of money wagered on these machines. There is a growing tendency for State
15 governments to legalise the use of gaming machines by licensing operators, with resulting revenue gains through licence fees and taxation of monies invested. The licensed operation of gaming machines is the subject of State legislation and regulation. This regulation almost always dictates a minimum percentage payout for a gaming machine. For example, a
20 minimum of 85% of monies invested must be returned as winnings, and manufacturers of gaming machines therefore must design their machines around these regulatory controls.

With the growth that has occurred in the gaming machine market there is intense competition between manufacturers to supply the various existing
25 and new venues. When selecting a supplier of gaming machines, the operator of a venue will often pay close attention to the popularity of various games with their patrons.

Therefore, gaming machine manufacturers are keen to devise games which are popular with players, as a mechanism for improving sales.

30 In particular, manufacturers regularly devise new games which have not previously been seen on slot machines in order to stimulate renewal of player interest.

Pachinko is a game popular in Japan in which an 11 mm diameter steel ball is fired into a labyrinth of pins or nails projecting from a back panel and
35 awards are gained if the balls can be caused to come to rest in certain

locations. Typically, when a ball is caused to come to rest in a designated prize winning position, the player is rewarded with additional balls, the number of balls awarded to the player being dependant on the particular location that the ball is brought to rest. The player purchases balls from the operator before commencing play, or when he runs out and after stopping play, a player may exchange balls for non-monetary prizes.

In this specification the term Gaming console will be used to refer to a gaming machine of the type having a video display screen on which a game is displayed with player inputs being either by physical buttons joysticks etc or by pseudo buttons, etc, provided as touch sensitive areas on the display, or a mixture of each. Typical games that have previously been provided on such consoles include video simulations of spinning reels or video card games among others.

Summary of the Invention

The present invention provides a game for an electronic gaming console having credit means, reward means, game control means, display means, and player input controls, the control means being responsive to the credit means and the player input controls to play a game which is displayed on the display means and if a winning event occurs, a player reward is awarded by the reward means, the gaming console being characterised in that the game provides a video display of a labyrinth of pins and the player input controls allow the player to initiate the motion of ball images on the display, player rewards being awarded when the ball images come to rest in predetermined prize winning locations.

In some embodiments, the player controls may also be used to control firing parameters such as firing speed and firing direction. Player controls may also be used to operate features which affect the trajectory of a ball after it is fired.

In one embodiment, the game is characterised in that the number of balls provided to a player for a game is dependant upon a number of credits bet on the game. In some embodiments, the number of balls provided for the first credit may be different to the number of balls provided for subsequent credits wagered on a game.

In another embodiment, the game is characterised in that the configuration of the labyrinth of pins is varied depending upon the number of credits bet.

In yet a further embodiment, the game is characterised in that rewards are assigned to one or more of the pins, such that the reward is awarded if the pin is struck by a ball and the number of pins having rewards assigned to them is related to the number of credits bet.

5 According to yet a further embodiment, the game is characterised in that a plurality of targets (which may include cups, buckets or pins are provided and rewards are assigned to the targets such that if a ball comes to rest in or on the target, a reward is awarded and the number of targets provided is related to the number of credits bet.

10 Another embodiment provides a game in which rewards provided in the game have values which are a function of the number of credits bet.

Brief Description of the Drawings

Embodiments of the present invention will now be described by way of example with reference to the accompanying drawings in which:

15 Figure 1 illustrates a touch screen gaming console incorporating the present invention;

Figure 2 is a schematic diagram of a gaming console control circuit.

Figure 3 is a diagram of a game screen with game features indicated;

20 Figure 4 is a diagram of a game screen showing prizes awarded for various numbers of balls in each of a plurality of buckets.

Figure 5 illustrates a gaming console with button switch controls, incorporating a simple embodiment of the present invention;

Figure 6 illustrates a basic game screen layout without features;

Figure 7 illustrates a game screen layout with a set of preferred features;

25 Figures 8-12 illustrate game screen layouts with further sets of preferred features; and

Figure 13 illustrates a gaming console with button switch controls and two displays, incorporating a simple embodiment of the present invention in combination with another style of game (in this case a spinning reel game).

Detailed Description of the Preferred Embodiments

30 In the following detailed description, the methodology of the embodiments will be described and it is to be understood that it is within the capabilities of the non-inventive worker in the art to introduce the methodology on any standard microprocessor based gaming console by means of appropriate programming.

35

Referring to Figure 1, the illustrated embodiment of the invention is housed in a conventional gaming console cabinet 10 including a prize display 12, a coin entry slot 13, a payout tray 14 and internally mounted game control processor circuits (refer to Figure 2).

5 The program to implement the game of the present invention runs on a standard gaming console control processor 31 as illustrated schematically in Figure 2. This processor forms part of a controller 30 which drives the display screen 11 and receives input signals from input controls such as buttons or touch sensitive areas on a video display. In the illustrated
10 embodiment, the controller receives touch input signals from touch sensors 32 as well as receiving coin input pulses from a coin chute mechanism 33 and sends signals to drive a coin payout mechanism 34.

15 This is a new type of video game which involves balls (objects) being dropped through a series of pins (obstacles) and eventually filling a number of containers.

 It is similar in some respects to games known as Pachinko, which are pin and ball games popular in Japan, however, this video embodiment includes features not evident in prior art slot machines. Examples of the display layout of games according to the present invention are illustrated in
20 Figures 3 & 4.

 In Figure 3, a game display is illustrated showing a plurality of possible game features in combination. The game includes as feature prizes:

- a) free games
- b) win multipliers
- 25 c) extra balls

 As the balls 44 fall through the pins 42 and are collected in buckets 41, if each of the pins in the row 45 is hit (ie, by a different ball in this game, but in other games possibly by the same ball where rebounding and/or flippers are provided), a feature prize is awarded. A second feature is provided if all
30 balls hit a particular pin 46. A third feature is provided if all balls fall into a single bucket 47. A fourth feature 48 is awarded if at least one ball falls into each bucket 41.

 Referring to Figure 4, a similar game to that of figure 3 is illustrated with pay tables shown for different number of balls in each bucket.

Referring to Figure 5, an example of a further simple embodiment of the invention is illustrated showing the entire console 10 with a simple game layout on the screen 11.

Again, the console includes a display panel 12, which has rules of the game and/or prize winning events illustrated for player information, a coin slot 13, video display screen 11 to display the game and a coin tray 14. As well, this embodiment has a bill acceptor 23 and push buttons 24 to control the game.

Figure 6 illustrates a basic game screen layout without additional game features. It should be noted that the different prize rows 32 under the buckets could be awarded for different numbers of balls, different types of balls (eg. shape, colour) or different ball combinations landing in the buckets; or even different ball drop patterns or similar.

Figure 7 illustrates a game screen layout with a set of preferred features. In this embodiment the number of balls 44 dropped is dependent upon the number of credits staked (for example 1 credit buys 10 balls). A series of holes 52 are located amongst the pins such that if a ball passes over that point it will disappear from the screen. Balls that manage to avoid all of the holes 52 will either drop into a bucket 41 or through the chocolate wheel 51 at the bottom of the display. The balls 44 are in 3 different colours (randomly selected) 53, 45, 55 and prizes are paid at the end of the ball drop according to the colour of any balls that made it to a bucket 41. In the case of the chocolate wheel 51, prizes are awarded for each ball that drops through the chocolate wheel, causing the chocolate wheel to spin. The prize paid for the chocolate wheel is dependent upon the position in which the wheel stops. A feature is also included where one of the rows 56 below the holes contains pins that become lit when they are hit. If 3 or more pins become lit in one game then 10 free games are awarded during which all of the holes are replaced by pins (hence guaranteeing a prize for each ball).

Figure 8 illustrates a game screen layout with a further set of preferred features. The features shown on this game layout are:

- a) Fixed (or variable) prize awarded for any ball or a special ball (eg. colour, shape) or a pre-determined number of balls hitting a specific pin 57 (in the illustrated example, prizes are marked under the pins);

- b) All wins from the game will be multiplied by a fixed (or variable) amount if any ball or a special ball (eg. colour, shape) or a pre-determined number of balls hit a specific pin 58;
- c) One or more free games are awarded if any ball or a special ball (eg. colour, shape) or a pre-determined number of balls hit a specific pin 59;
- d) Bonus or prize buckets 61 being placed in different positions;
- e) Rods 62 joining pins to prevent balls from taking certain paths;
- f) Buckets 63 may not always be open – a rod 64 may prevent the bucket 63 from being entered at certain times depending on triggers that occur in the game to open and close the bucket.

Figure 9 illustrates a game screen layout with yet a further set of preferred features. The features shown on this game layout are:

- a) Incrementing pins 65 where each time a ball or a specific type of ball hits the pin the indicator will increment. For example, a feature may be awarded when the incrementing pin reaches 5;
- b) Different coloured pins 66 may give bonuses for being hit, or being hit by specific balls or a specified number of balls. The pins which are coloured may change from game to game;
- c) Balls 68 may get stuck to certain pins 69 and/or when certain pins are hit a ball or balls may be released from the pin to drop in addition to the ball which hit the pin;
- d) Certain features may involve complete sections 69 of the pin layout being blocked off giving an improved chance of balls landing in the outside buckets.
- e) On certain occasions, a spring 71 may appear in a certain bucket(s) 72 such that if a ball lands in the bucket it will bounce back out again;
- f) Different patterns of ball combinations 73 and colours in the buckets 41 may pay different amounts. In the diagram (assuming only the highest win will be paid), the first bucket will pay 300 for the black ball, the second will pay 6 for any 2 balls, the third will pay 1000 for the black ball and the fourth will pay 250 for the grey ball;

Figure 10 illustrates a game screen layout with another set of preferred features. The features shown on this game layout are:

- a) Dropping balls 74 from different positions will alter the chance of getting balls into the outside buckets. The drop position may be bought or random or a special feature;

- b) A shortcut pin 75 may ensure that if it is hit the ball will be diverted to another position 76 on the screen via a path 77;
- c) Flippers 78 may randomly or by way of player skill be used to flick balls in different directions when hit;
- 5 d) Diverter pins 79 can ensure that if they are hit the ball will fall in a fixed direction;
- e) Different sized balls 81 could be used randomly or bought such that the bigger the ball the less likely it will fall into a hole;
- f) A ball or a special ball (eg. colour, shape) or a pre-determined number
- 10 of balls landing in certain buckets 82 may award special features instead of prizes.

Figure 11 illustrates a game screen layout with still another set of preferred features. The features shown on this game layout are:

- a) Balls 83, 84, 85, 86 can be numbered for different features or win
- 15 patterns. In this case, wins are paid if the correct numbered ball lands in the correct bucket.
- b) Hence ball 83 (1) and fixed ball 84 (2) will pay 5000 and 2000 respectively, but 3 will not pay a prize;
- c) Prize zones 87 may be used. For example, a bonus may be given if all
- 20 the pins within a fixed zone are hit (and hence become lit).

Figure 12 illustrates a game screen layout with yet another set of preferred features. This diagram demonstrates how different shaped pin patterns can be used to vary the game.

- Figure 13 illustrates a gaming console with button switch controls 24
- 25 and two displays, incorporating a simple embodiment of the present invention shown on a top screen 88 in combination with another style of game 89 (in this case a spinning reel game) shown on the lower screen 91.

- Prizes are paid according to either the number of balls which are in each ball capturing location or container 41 at the end of the ball drop and/or
- 30 the manner in which the pins are hit. *Note* that in the attached figures, the ball capturing locations are shown as cups, but may also be pairs of closely spaced pins (less than a ball diameter), or other suitable retaining device.
- Prizes may also be paid according to the type of balls dropped. For example, red balls may pay double the prize of the blue balls, or prizes may be paid
- 35 according to indicia such as numbers on the balls which are in any container.

When the indicia are numbers, the numbers may represent prize values or prize multipliers.

The plurality of game features described with reference to Figures 3-13 and those described below, can be mixed in a variety of other combinations and each of the features may be offered for purchase by the player in a particular game (eg, an additional card 7, may buy less holes or more cups). The basic structure of the game can be varied by:

- (i) changing the type of balls to be dropped, such as balls of different sizes, balls of different colours and/or balls carrying different numbers which are equal to prizes,
- (ii) changing the functions of balls to be dropped,
- (iii) changing the number of balls to be dropped,
- (iv) changing the position from where the balls are dropped,
- (v) changing the number of rows of pins,
- (vi) changing the pin pattern,
- (vii) awarding prizes/bonuses/features depending on how the containers and/or pins are hit,
- (viii) varying the number of balls such that the higher the bet, the more balls may be purchased,
- (ix) changing the position of prize buckets,
- (x) changing the number or position of holes amongst the pins
- (xi) allowing access to different tools or controls which may affect the path of the balls,
- (xii) incorporating other types of games into the base game. For example, spinning reels (see below), keno, bingo, card games, second screen animations, chocolate wheels (see below) and so on. These could be bonus features awarded from the base game, base games that trigger a feature of the pin and ball game or may be played in conjunction with the base game (eg, reels spin and then balls drop for every game played).

Note that any of the types of game structures or features listed above, may change on a game by game basis or as a special feature when triggered by a particular event during the base game. In some cases, the player may even be able to select the structure that they want.

The betting strategy provided by the game can be any of the following:

- (i) each credit buys one ball, therefore, a bet of 10 credits buys 10 balls,

- (ii) varying the number of balls such that the higher the bet the more balls drop, for example: Bet 1, 3, 6, 12 and 20 credits give 5, 6, 7, 8, and 9 balls respectively,
- (iii) varying the number of pins such that the higher the bet more or less rows of pins appear,
- (iv) varying the number of pins such that the higher the bet more or less pins appear,
- (v) varying the number of containers such that the higher the bet more containers become available. For example, a bet of 1 credit buys the first 4 containers from left to right; a bet of 2 credits buys all eight,
- (vi) varying the number of pin features such that the higher the bet more pin features can be won,
- (vii) varying the size of the prizes such that all prizes are multiplied (preferably linearly) by a factor which is a function of bet size,
- (viii) varying the number of active balls dropped, with the same number of balls being dropped from game to game, independent of the number of balls purchased, and with unpurchased balls being distinguished by appearance,
- (ix) varying the size or shape of the balls to change the chance of specific effects occurring,
- (x) varying the location from which the balls are dropped, such that the further out from the centre that the balls drop, the greater chance of the balls landing in the outside buckets which will have larger prizes,
- (xi) varying the number of holes that appear for the balls to disappear into,
- (xii) varying the function of the balls under certain circumstances,
- (xiii) varying the number of tools available to re-direct the path of the balls,
- (xiv) varying the number of prize zones that are available,
- (xv) varying the number of balls required in a bucket to give a prize (i.e. a higher bet requires fewer balls),
- (xvi) varying the number of times a pin has to be hit or the number of pins that need to be hit in order to award a bonus feature (i.e. a higher bet requires fewer hits or fewer pins).

For the betting strategy where higher bets buy additional balls, a low bet may result in the balls that have not been bought still being shown to drop. In this way, the player can see prizes that they have missed due to their low stake, and can possibly still use the balls that weren't bought

towards feature triggers. The balls that have not been bought would need to be easily distinguished from the bought balls, for example, they could be smaller and/or transparent in appearance, or merely a different colour.

In general, prizes will be paid according to how many balls are in each container.

Containers may have the following features or characteristics:

- (i) a free game, free balls or any other type of bonus can be won when certain containers are filled in a pre-determined way, for example: 10 free games are won when 2 or more balls end up in the last column,
- (ii) containers may not always be open, they may have a top or cover which can prevent balls from entering the container under certain conditions,
- (iii) some containers may have springs which will flick the balls to other containers,
- (iv) some containers may become bonus baskets,
- (v) a specified number of balls may need to drop into the same container in order to win a prize or jackpot, for example, 3 balls in container 1, pays 100 credits,
- (vi) balls may remain in the containers across multiple games allowing them to accumulate as each game is played,
- (vii) as a special feature, the prizes associated with particular containers may become much larger,
- (viii) an animated object may sit above the container and catch balls before they drop into a container possibly moving them to other locations,
- (ix) roaming containers could exist that move position from game to game or as the balls drop or as a special feature, the containers may also be moving while the balls drop.

Pins can also be provided with specific features or characteristics as follows:

- (i) depending on either the number of times each pin is hit and/or whether or not certain patterns such as a row, diagonal or diamond shape made up of hit pins occurs, prizes or bonuses are paid such as:
 - free games
 - free balls
 - second screen features
 - wins multiplied by odds
 - progressives,

- (ii) the pins can occur in different patterns from game to game, for example: in one game they make up a triangular shape; in another, a diamond shape,
- (iii) pins may swallow or capture balls when hit,
- 5 (iv) pins may release balls when hit,
- (v) each time a pin is hit it may become lit, change colour and/or record the number of hits to award bonuses,
- (vi) pins may have different colours so that when a certain combination of colours are all lit bonuses are paid,
- 10 (vii) pins may be tilted so that the ball bounce will be biased to one side,
- (viii) pins may have holes in them for the ball to pass or may be able to be knocked over for the ball to continue on its path,
- (ix) pins, in any pattern, may randomly flash during the ball drop sequence awarding bonuses,
- 15 (x) pins may be greyed out or move in and out to make it easier/harder for balls to roll,
- (xi) pins may be joined by a rod to block balls from rolling down certain paths,
- (xii) pins may have numbers on them which represent the amount of
- 20 credits, free games, etc. won when they are either hit or lit,
- (xiii) when all pins are hit/lit a bonus is paid,
- (xiv) some pins may have the ability to flick the ball in any direction,
- (xv) some pins may be sticky such that if a ball hits them, it will stick and stay on the pin, this could create a block where balls can no longer pass
- 25 through that position or another ball could be required to hit the stuck ball in order to dislodge it,
- (xvi) for the duration of a free game feature, all holes that are normally present to swallow balls during the base game could be replaced by pins hence guaranteeing a prize for each ball dropped in a free game (or at least
- 30 giving a higher probability of prizes),
- (xvii) there may be feature pins, for example, free game pins such that if a certain number of free game pins are hit a free game feature will be awarded, alternatively, "shortcut" pins such that when a ball hits the shortcut pin it will skip straight to another position on the screen,
- 35 (xviii) pins may have deflectors such that when hit, the will always deflect a ball in one specified direction,

- (xix) as a special feature, the centre pin or pins may become larger, blocking off access through the centre and hence increasing the chance of balls falling towards the outer containers,
- (xx) all pins may become the same colour as a special feature,
- 5 (xxi) "elastic bands" may be placed around 2 or more pins such that if a ball drops against the band, it will be bounced off rather than merely deflected. Balls can also have different features and characteristics as follows:
- (i) the balls may be the same colour, different colours during the same game or change colours from game to game, they may also have numbers on
- 10 them, both the colouring and numbers can be utilised to award prizes,
- (ii) special balls when hitting pins may split up into a number of balls,
- (iii) special balls may have the ability to jump from column to column and award prizes,
- (iv) special balls will enable bonuses to be found,
- 15 (v) there may be a larger ball which can knock pins over or split into smaller balls,
- (vi) balls may fall down the pin holes,
- (vii) a slot reel, chocolate wheel or other mechanism may be activated by a ball or other means to provide a multiplier, bonus or trigger,
- 20 (viii) different sized balls could be provided such that bigger balls are less likely to fall down holes,
- (ix) different shaped balls could be provided such that spherical balls can only fall down round holes, cubic "balls" will only fall down square holes, elliptical "balls" can only fall down oval holes etc,
- 25 (x) large balls or "superballs" may block holes or knock out pins,
- (xi) the speed of the ball drop may differ depending upon the size of the ball,
- (xii) as balls drop, the path that they follow may be plotted, for example, the pins that they hit may change colour, if another ball follows that same
- 30 path or a lit path a bonus (prize or feature) may be given, alternatively, if all pins become lit, a bonus (prize or feature) may be give, the lit pins may even be carried across from one game to the next,
- (xiii) as balls drop, blockages formed as a blocking element such as a pin or other object may be placed along the path that they follow such that no other
- 35 ball may drop through the blockages,
- (xiv) the balls could be in the shape of coins or other objects,

- (xv) certain balls may alter the paths for other balls, for example, if a certain ball drops in one direction when it hits a particular pin, then all balls to hit the same pin from then on will also drop in that same direction,
- (xvi) when balls drop into holes something may happen to them, for example, they may be channelled into containers or come out other holes or re-appear in other sections of the screen,
- (xvii) balls may change colour as they drop, or may change the colour of pins that they hit to their own colour, similarly, certain balls that drop into a container may change the colour of all other balls in that same container,
- (xviii) some wins could be paid in balls rather than credits, that is, certain events may cause extra balls to be dropped as part of the same game, these may or may not be at extra cost to the player,
- (xix) some balls may "defy gravity" by 'dropping' across the screen horizontally or upwards or similar, hence, prize containers may appear on all sides of the pin layout rather than just at the bottom,
- (xx) "Fireballs" may exist that burn the pins as they hit them,
- (xxi) balls may be numbered or have letters on them, if they land in a certain order or spelling a specific word, a bonus (prize or feature) may be awarded,
- (xxii) holes may disappear or close up as soon as a ball drops into them.
- Skill elements can also be provided in a game, for example:
- (i) games may include an element of skill provided by including player controls which enable the player to drop or project the balls at different angles,
- (ii) the game may have a flipper to flick the balls.
- Tools or Controls can also be provided in some games such as:
- (i) flippers could be provided at certain locations such that if a ball hits the flipper it will (automatically or by control of the player) be flicked back to drop through some or all of the pins again, hence providing a second chance at prizes or feature triggers,
- (ii) ladders, magnets or some other objects could cause the balls to move upwards or in other directions instead of just dropping downwards.
- In certain games, a game feature of a chocolate wheel can be provided which could have features such as:

(i) a chocolate wheel could replace a prize container where as the ball drops through the chocolate wheel, it will spin and pay the prize that is spun up,

5 (ii) an independent chocolate wheel could be displayed where certain triggers or prizes can cause the chocolate wheel to spin to reveal a bonus by way of a prize, win multiplier, number of free games, extra balls to drop, change in the game structure or similar,

10 (iii) an independent chocolate wheel could be displayed so that whenever balls fall into certain containers or similar, the chocolate wheel will spin to reveal the prize that will be awarded.

Games can also include a game feature of spinning reels which may have features such as:

15 (i) a spinning reel game could be played above the pins such that when a winning combination occurs on the reels, coins could come out from below the reels and drop into the pins so that the base game determines the prize,

(ii) a spinning reel game element could be used to determine the base game structure, for example, the prize values, position of holes, number of pins, pin layout or similar,

20 (iii) containers could have multipliers on them, then, when a win on a spinning reel game occurs, a ball could be dropped through the pins to determine how much the win will be multiplied by.

It will be appreciated by persons skilled in the art that numerous variations and/or modifications may be made to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to
25 be considered in all respects as illustrative and not restrictive.

CLAIMS:

1. An electronic gaming console having credit means, reward means,
game control means, display means, and player input controls, the control
means being responsive to the credit means and the player input controls to
5 play a game which is displayed on the display means and if a winning event
occurs, a player reward is awarded by the reward means, the gaming console
being characterised in that the game provides a video display of a labyrinth
of pins and the player input controls allow the player to initiate the motion of
ball images on the display, player rewards being awarded when the ball
10 images come to rest in predetermined prize winning locations.
2. The gaming console as claimed in claim 1 wherein, the player controls
include a control to control firing speed
3. The gaming console as claimed in claim 1 wherein, the player controls
include a control to control firing direction.
- 15 4. The gaming console as claimed in claim 1 wherein, the player controls
include a control to affect or control the trajectory of a ball after it is fired.
5. The gaming console as claimed in claim 1 wherein, the number of
balls provided to a player for a game is dependant upon a number of credits
bet on the game.
- 20 6. The gaming console as claimed in claim 5, wherein each credit bet in
any one game by a player buys one ball.
7. The gaming console as claimed in claim 5 wherein, the number of balls
provided for the first credit is different to the number of balls provided for
subsequent credits wagered on a single game.
- 25 8. The gaming console as claimed in claim 5, wherein each credit bet by a
player buys more balls than the previous credit bet in any one game.
9. The gaming console as claimed in claim 1, wherein balls of different
colours are provided and the value of prizes awarded are determined
according to the colour of balls dropped.
- 30 10. The gaming console as claimed in claim 1, wherein at least one ball
changes colour as it drops through the labyrinth.
11. The gaming console as claimed in claim 1, wherein at least one ball
changes the colour of any pins that it hits, as it drops through the labyrinth,
to its own colour.

12. The gaming console as claimed in claim 1, wherein at least one ball, if it drops into a container, changes the colour of all other balls in that same container at the end of the game.
13. The gaming console as claimed in claim 1, wherein balls of different sizes are provided.
14. The gaming console as claimed in claim 13, wherein the value of prizes awarded are determined according to the sizes of balls dropped.
15. The gaming console as claimed in claim 13, wherein the speed at which the ball drops differs depending upon the size of the ball.
16. The gaming console as claimed in claim 13, wherein larger balls are provided which will not fit between some pins or into some holes or containers such that the large balls may block holes or containers that they come to rest against or may knock out pins that they hit.
17. The gaming console as claimed in claim 13, wherein the size of the balls dropped affects their path through the labyrinth.
18. The gaming console as claimed in claim 1, wherein the number of balls dropped is variable from game to game.
19. The gaming console as claimed in claim 18, wherein the number of balls dropped is selectable by the player.
20. The gaming console as claimed in claim 1, wherein the position from which the balls are dropped is variable from game to game and/or during a game.
21. The gaming console as claimed in claim 20, wherein the position from which the balls are dropped is selectable by the player.
22. The gaming console as claimed in claim 20, wherein the further out from the centre line of the labyrinth that the balls are dropped, the greater chance of the balls landing in the outside buckets, and the outside buckets being provided with larger prizes.
23. The gaming console as claimed in claim 1, wherein, the game permits a varying the number of active balls to be purchased and dropped, while maintaining a constant total number of balls being dropped from game to game, the total number of balls being independent of the number of active balls dropped.
24. The gaming console as claimed in claim 23, wherein, the unpurchased balls are distinguished from the purchased balls by appearance.

25. The gaming console as claimed in claim 24, wherein, the unpurchased balls are distinguished from the purchased balls by being transparent.
26. The gaming console as claimed in claim 24, wherein, the unpurchased balls are distinguished from the purchased balls by colour.
- 5 27. The gaming console as claimed in claim 24, wherein, the unpurchased balls are distinguished from the purchased balls by size.
28. The gaming console as claimed in claim 23, wherein the unpurchased balls are available to trigger the awarding of a feature game or bonus.
29. The gaming console as claimed in claim 1, wherein the balls have a
10 plurality of possible associated functions or characteristics.
30. The gaming console as claimed in claim 29, wherein the functions or characteristics associated with the balls may be varied from game to game.
31. The gaming console as claimed in claim 30, wherein the functions or characteristics associated with the balls may be selected by the player.
- 15 32. The gaming console as claimed in claim 1, wherein different shaped balls are provided such that the shape of the balls are matched to holes and only balls with matching shapes can fall into a respective hole.
33. The gaming console as claimed in claim 1, wherein when a ball drops, the path that it follows is plotted.
- 20 34. The gaming console as claimed in claim 33, wherein, if another ball follows that same path a bonus prize or feature is awarded.
35. The gaming console as claimed in claim 33, wherein the pins that the ball hits change colour or are lit to mark the path of the ball.
36. The gaming console as claimed in claim 35, wherein, if all pins change
25 colour or become lit, a bonus prize or feature is given.
37. The gaming console as claimed in claim 35, wherein the lit pins may be retained from one game to the next.
38. The gaming console as claimed in claim 1, wherein, as balls drop, blockages formed as a blocking element are placed along the path of the ball,
30 such that no other ball may drop through the blockages.
39. The gaming console as claimed in claim 38, wherein the blockages are formed by pins which appear along the path of the ball.
40. The gaming console as claimed in claim 1, wherein the balls are in the shape of coins.
- 35 41. The gaming console as claimed in claim 1, wherein at least one ball has a characteristic whereby it may alter the paths of other balls.

42. The gaming console as claimed in claim 41, wherein, if one ball drops in one direction after it hits a particular pin, then all balls to hit the same pin from then on will also drop in that same direction,
43. The gaming console as claimed in claim 1, wherein when balls drop
5 into holes they are transformed to another location.
44. The gaming console as claimed in claim 43, wherein the transformed ball is channelled into a container.
45. The gaming console as claimed in claim 43, wherein the transformed ball appears coming out of a holes.
- 10 46. The gaming console as claimed in claim 43, wherein the transformed ball re-appears in other section of the screen.
47. The gaming console as claimed in claim 1, wherein some wins are paid in balls rather than credits.
48. The gaming console as claimed in claim 47, wherein, the occurrence of
15 a predetermined trigger event causes extra balls to be dropped as part of the game.
49. The gaming console as claimed in claim 1, wherein some balls travel other than vertically across the screen as if defying gravity.
50. The gaming console as claimed in claim 1, wherein at least one
20 Fireballs is provided which burns the pins as it hits them.
51. The gaming console as claimed in claim 50, wherein the burnt pins allow subsequent balls to pass through them.
52. The gaming console as claimed in claim 1, wherein some balls are provided with indicia and, if they land in a certain order, a bonus prize or
25 feature is awarded.
53. The gaming console as claimed in claim 52, wherein the indicia are numbers and, if they land in a certain order, a bonus prize or feature is awarded,
54. The gaming console as claimed in claim 52, wherein the indicia are
30 letters and, if they land in an order spelling a specific word, a bonus prize or feature is awarded.
55. The gaming console as claimed in claim 1, wherein at least one hole is provided which disappears or closes up as soon as a ball drops into it.
56. The gaming console as claimed in claim 1, wherein at least one ball is
35 provided which when it hits a pin will split up into a number of balls.

57. The gaming console as claimed in claim 56, wherein at least one ball is a larger ball which can split into smaller balls when it hits a pin.
58. The gaming console as claimed in claim 1, wherein at least one ball is provided which has the ability to jump from column to column and award prizes.
59. The gaming console as claimed in claim 1, wherein at least one ball is provided which will enable bonuses to be found.
60. The gaming console as claimed in claim 1, wherein at least one ball is a larger ball which can knock pins over when it hits them.
61. The gaming console as claimed in claim 60, wherein at least one ball is provided which can fall down the pin holes.
62. The gaming console as claimed in claim 1, wherein at least one ball is a different sized ball such that the bigger ball is less likely to fall down holes.
63. The gaming console as claimed in claim 1 wherein, the configuration of the labyrinth of pins is varied depending upon the number of credits bet.
64. The gaming console as claimed in claim 63, wherein the number of rows of pins is variable from game to game.
65. The gaming console as claimed in claim 1, wherein the number of rows of pins is variable from game to game.
66. The gaming console as claimed in claim 63, wherein the number of rows of pins is selectable by the player.
67. The gaming console as claimed in claim 1, wherein the number of rows of pins is selectable by the player.
68. The gaming console as claimed in claim 63, wherein the pin pattern is variable from game to game.
69. The gaming console as claimed in claim 1, wherein the pin pattern is variable from game to game.
70. The gaming console as claimed in claim 69, wherein the pin pattern is selectable by the player.
71. The gaming console as claimed in claim 68, wherein the pin pattern is selectable by the player.
72. The gaming console as claimed in claim 63, wherein the number of pins appearing in the game is variable from game to game.
73. The gaming console as claimed in claim 1, wherein the number of pins appearing in the game is variable from game to game.

74. The gaming console as claimed in claim 73, wherein the number of pins appearing in the game is selectable by the player.

75. The gaming console as claimed in claim 72, wherein the number of pins appearing in the game is selectable by the player.

5 76. The gaming console as claimed in claim 1 wherein, rewards are assigned to one or more of the pins, such that the reward is awarded if the pin is struck by a ball.

77. The gaming console as claimed in claim 76 wherein, the number of pins having rewards assigned to them is related to the number of credits bet.

10 78. The gaming console as claimed in claim 1 wherein, selection of the value of the prize to be awarded is determined according to how the pins are struck by each ball dropped.

79. The gaming console as claimed in claim 1, wherein the awarding of prizes, bonuses or features depends on how the pins are struck.

15 80. The gaming console as claimed in claim 79, wherein at least one pin is associated with a bonus feature whereby the feature is awarded if the pin is hit by a plurality of balls.

81. The gaming console as claimed in claim 79, wherein the number of balls required to hit the pin for the bonus feature to be awarded may be
20 varied from game to game.

82. The gaming console as claimed in claim 81, wherein the number of balls required to hit the pin for the bonus feature to be awarded may be selected by the player.

83. The gaming console as claimed in claim 79, wherein prizes or bonuses
25 are awarded depending on the number of times each pin is hit and/or when a predetermined pattern of pins is hit, the prizes or bonuses awarded being selected as one or more of, free games, free balls, second screen features, wins multiplied by odds, and progressive jackpots.

84. The gaming console as claimed in claim 79, wherein the prizes or
30 bonuses are awarded when a pattern of pins is hit the pattern being selected as one of, a row, a diagonal, or a diamond shape.

85. The gaming console as claimed in claim 84, wherein pattern of pins can vary from game to game.

86. The gaming console as claimed in claim 1, wherein at least one pin is
35 provided which will swallow or capture a balls when hit by the ball.

87. The gaming console as claimed in claim 1, wherein at least one pin is provided which will release balls when hit.
88. The gaming console as claimed in claim 1, wherein at least one pin is provided which, on each occasion it is hit it becomes lit and awards a bonus.
- 5 89. The gaming console as claimed in claim 1, wherein at least one pin is provided which, on each occasion it is hit it changes colour and awards a bonus when a certain colour is achieved.
90. The gaming console as claimed in claim 1, wherein at least one pin is provided which, on each occasion it is hit it records the number of hits and
- 10 awards a bonus when a predetermined count is reached.
91. The gaming console as claimed in claim 1, wherein a plurality of pins is provided which each have different colours and when a certain combination of colours are all lit a bonus is awarded.
92. The gaming console as claimed in claim 1, wherein at least one pin is
- 15 provided which, is tilted so that the balls bouncing off the pin will be biased to one side.
93. The gaming console as claimed in claim 1, wherein at least one pin is provided which, has a hole in it for the ball to pass.
94. The gaming console as claimed in claim 1, wherein at least one pin is
- 20 provided which can be knocked over for the ball to continue on its path.
95. The gaming console as claimed in claim 1, wherein a pattern of pins is provided which randomly flash during the ball drop sequence awarding bonuses if a pin is struck by a ball while it is flashing.
96. The gaming console as claimed in claim 1, wherein at least one pin is
- 25 provided which may be solid or greyed out to alternatively block balls or allow them to pass.
97. The gaming console as claimed in claim 1, wherein at least one group of pins is provided which are be joined by a rod to block balls from rolling down certain paths.
- 30 98. The gaming console as claimed in claim 1, wherein at least one pin is provided which has a number on it which represent an amount of credits, or free games, awarded when the pin is hit.
99. The gaming console as claimed in claim 1, wherein at least one pin is provided which has a number on it which represent an amount of credits, or
- 35 free games, awarded when the pin is hit while lit.

100. The gaming console as claimed in claim 1, wherein at least one group of pins is provided, such that when all pins in the group are hit a bonus is awarded.
101. The gaming console as claimed in claim 1, wherein at least one group
5 of pins is provided, such that when all pins in the group are hit while lit a bonus is awarded.
102. The gaming console as claimed in claim 1, wherein at least one pin is provided which has the ability, when a ball strikes the pin, of flicking the ball which strikes the pin in any direction.
103. The gaming console as claimed in claim 1, wherein at least one pin is
10 provided which is sticky such that if a ball hits it, the ball will stick and stay on the pin.
104. The gaming console as claimed in claim 103, wherein, when the ball is stuck to the at least one sticky pin, a block is created where balls can no
15 longer pass through that position.
105. The gaming console as claimed in claim 103, wherein, when the ball is stuck to the at least one sticky pin, another ball is required to hit the stuck ball in order to dislodge it.
106. The gaming console as claimed in claim 1, wherein, for the duration of
20 a free game feature, all holes that are normally present to swallow balls during a base game are replaced by pins thereby providing an increased probability of a prize for each ball dropped in a free game.
107. The gaming console as claimed in claim 1, wherein, at least one feature pin is provided such that, if a certain number of feature pins are hit, a
25 feature game is awarded.
108. The gaming console as claimed in claim 107, wherein the feature pins are free game pins and when a certain number of free game pins are hit, a free game is awarded.
109. The gaming console as claimed in claim 107, wherein the feature pin is
30 a "shortcut" pin such that when a ball hits the shortcut pin it will skip straight to another position on the screen.
110. The gaming console as claimed in claim 1, wherein at least one pin is provided with a deflector such that when hit, the pin will always deflect a ball in one specified direction.
111. The gaming console as claimed in claim 1, wherein the pin or pins on
35 the centre line of the labyrinth are larger than others of the pins, blocking off

access through the centre of the labyrinth and hence increasing the chance of balls falling towards the outer containers,

112. The gaming console as claimed in claim 1, wherein the pin or pins on the centre line of the labyrinth become larger in the event of a predetermined trigger, blocking off access through the centre of the labyrinth and hence increasing the chance of balls falling towards the outer containers,

113. The gaming console as claimed in claim 1, wherein all pins become the same colour, to provide a special feature, in the event of a predetermined trigger.

114. The gaming console as claimed in claim 1, wherein two or more pins are provided with an "elastic band" surrounding them such that if a ball drops against the band, it will be bounced off with more energy than for other pins in the game.

115. The gaming console as claimed in claim 1, wherein a number of holes are located amongst the pins to remove balls from the game.

116. The gaming console as claimed in claim 115 wherein the number and/or position of holes amongst the pins may be varied from game to game.

117. The gaming console as claimed in claim 116, wherein the number and/or position of holes amongst the pins may be selected by the player.

118. The gaming console as claimed in claim 1 wherein, a plurality of targets are provided and rewards are assigned to the targets such that if a ball comes to rest in or on the target, a reward is awarded.

119. The gaming console as claimed in claim 118 wherein, the target is a surface of an object.

120. The gaming console as claimed in claim 118 wherein, the target is one of the prize winning locations.

121. The gaming console as claimed in claim 120 wherein, the prize winning locations are containers.

122. The gaming console as claimed in claim 121 wherein, the number of containers provided is related to the number of credits bet.

123. The gaming console as claimed in claim 1, wherein the position of prize winning locations may be varied from game to game.

124. The gaming console as claimed in claim 123, wherein the position of prize winning locations may be selected by the player.

125. The gaming console as claimed in claim 1, wherein the awarding of prizes, bonuses or features depends on how the prize winning locations are struck.

5 126. The gaming console as claimed in claim 125, wherein at least one prize winning location requires more than one ball to come to rest in the location before a prize will be awarded.

127. The gaming console as claimed in claim 1, wherein the number of balls required to come to rest in the at least one prize winning location before a prize will be awarded may be varied from game to game.

10 128. The gaming console as claimed in claim 127, wherein the number of balls required to come to rest in the at least one prize winning location before a prize will be awarded may be selected by the player.

129. The gaming console as claimed in claim 1, wherein the prize winning locations comprise containers and one or more container are associated with
15 a bonus feature whereby the feature is awarded if the container or containers are filled in a pre-determined way.

130. The gaming console as claimed in claim 129, wherein the bonus feature is awarded if a predetermined number of balls are caught in a predetermined set of one or more containers.

20 131. The gaming console as claimed in claim 129, wherein the number of balls required to be caught and the composition of the set of containers may vary from game to game.

132. The gaming console as claimed in claim 131, wherein the number of balls required to be caught and the composition of the set of containers may
25 be selected by the player.

133. The gaming console as claimed in claim 129, wherein at least one container has a closable cover which prevents balls from entering the container when it is closed, the lid being opened and closed by predetermined trigger conditions.

30 134. The gaming console as claimed in claim 133, wherein the number of containers having covers and the triggers which open and close them may vary from game to game.

135. The gaming console as claimed in claim 134, wherein the number of containers having covers and the triggers which open and close them may be
35 selected by the player.

136. The gaming console as claimed in claim 129, wherein at least one container has a spring which will flick a ball entering the container to another container.
137. The gaming console as claimed in claim 136, wherein the number of
5 containers having springs may vary from game to game.
138. The gaming console as claimed in claim 137, wherein the number of containers having springs may be selected by the player.
139. The gaming console as claimed in claim 129, wherein at least one container has an animated object sitting above the container to catch balls
10 before they drop into a container, the object being activated and deactivated by predetermined trigger conditions.
140. The gaming console as claimed in claim 139, wherein, when the animated object catches a ball it moves the ball to another location.
141. The gaming console as claimed in claim 129, wherein balls may be
15 held and accumulated in at least one container over a number of games to contribute to a bonus condition.
142. The gaming console as claimed in claim 141, wherein the ability to accumulated balls over a number of games may be selected by the player.
143. The gaming console as claimed in claim 129 wherein, the rewards
20 provided in the game have values which are a function of the number of credits bet.
144. The gaming console as claimed in claim 121 wherein, at least one container is provided which moves position from game to game.
145. The gaming console as claimed in claim 121 wherein, at least one
25 container is provided which moves position as the balls drop to provide a moving target.
146. The gaming console as claimed in claim 121, wherein prizes are awarded according to the number of balls which are in each container at the end of the ball drop.
147. The gaming console as claimed in claim 120, wherein the prize
30 winning locations are cups.
148. The gaming console as claimed in claim 120, wherein the prize winning locations are pairs of pins spaced by less than a ball diameter.
149. The gaming console as claimed in claim 1, a plurality of ball types are
35 provided and values of prizes awarded are determined according to the type of balls dropped.

150. The gaming console as claimed in claim 149, wherein the balls are marked with indicia and the value of prizes awarded are determined according to the indicia on the balls which are in any container.
151. The gaming console as claimed in claim 150, wherein the indicia are numbers.
152. The gaming console as claimed in claim 151, wherein the numbers represent prize values.
153. The gaming console as claimed in claim 151, wherein the numbers represent values by which a prize associated with the container is multiplied.
154. The gaming console as claimed in claim 153, wherein changing the credit bet by a player changes a multiplication factor by which prizes are multiplied in the game.
155. The gaming console as claimed in claim 154, wherein the larger the credit bet by a player the larger the factor.
156. The gaming console as claimed in claim 155, wherein the multiplication factor varies linearly with credits bet.
157. The gaming console as claimed in claim 1, wherein the game has a number of prize zones each offering at least one prize.
158. The gaming console as claimed in claim 157, wherein the number and locations of the prize zones may be varied from game to game.
159. The gaming console as claimed in claim 158, wherein the number and locations of the prize zones may be selected by the player.
160. The gaming console as claimed in claim 159, wherein the number and locations of the prize zones is selected by the size of the bet wagered by the player on the particular game.
161. The gaming console as claimed in claim 121, wherein when a bonus is awarded the prizes associated with a particular container become larger.
162. The gaming console as claimed in claim 1, wherein tools or controls are provided which may affect the path of the balls during a game.
163. The gaming console as claimed in claim 162, wherein the player controls allow the balls to be dropped or projected at different angles.
164. The gaming console as claimed in claim 1, wherein the number and/or function of the tools or controls may be varied from game to game.
165. The gaming console as claimed in claim 164, wherein the number and/or function of the tools or controls may be selected by the player.

166. The gaming console as claimed in claim 165, wherein the player controls include a flipper to flick the balls.
167. The gaming console as claimed in claim 166, wherein the flippers are provided at certain locations such that if a ball hits the flipper it will be
- 5 168. The gaming console as claimed in claim 1, wherein the path of a ball is affected by an object which moves the ball sideways or upward.
169. The gaming console as claimed in claim 168, wherein the object is a ladder.
- 10 170. The gaming console as claimed in claim 168, wherein the object is a magnet.
171. The gaming console as claimed in claim 1, wherein a further type of game is incorporated into the base game.
172. The gaming console as claimed in claim 171, wherein the further game
- 15 173. The gaming console as claimed in claim 172, wherein the feature game is a spinning reel game.
174. The gaming console as claimed in claim 172, wherein the feature game is a keno game.
- 20 175. The gaming console as claimed in claim 172, wherein the feature game is a bingo game.
176. The gaming console as claimed in claim 172, wherein the feature game is a card game.
177. The gaming console as claimed in claim 172, wherein the feature game
- 25 178. The gaming console as claimed in claim 172, wherein the feature game is a chocolate wheel game.
179. The gaming console as claimed in claim 172, wherein the feature game is awarded from the base game in response to a predetermined trigger.
- 30 180. The gaming console as claimed in claim 172, wherein the feature game triggers another base game feature.
181. The gaming console as claimed in claim 172, wherein the feature game is played in conjunction with the base game.
182. The gaming console as claimed in claim 172, wherein the feature game
- 35 182. The gaming console as claimed in claim 172, wherein the feature game is a spinning reel game and is played in conjunction with the base game such

that reels spin and then balls drop in accordance with the outcome of the spinning reels, for every game played.

183. The gaming console as claimed in claim 172, wherein the feature game is a chocolate wheel which replaces a prize container such that where as a
5 ball drops through the chocolate wheel, it will spin and pay the prize that is spun up.

184. The gaming console as claimed in claim 172, wherein the feature game is an independent game and where a predetermined trigger condition or award causes the feature game to run, and if a winning condition is achieved
10 in the feature game, the feature game reveals a bonus condition.

185. The gaming console as claimed in claim 184, wherein the bonus condition is an award of a prize.

186. The gaming console as claimed in claim 184, wherein the bonus condition is a win multiplier which multiplies a prize already won.

187. The gaming console as claimed in claim 184, wherein the bonus
15 condition is a number of free games.

188. The gaming console as claimed in claim 184, wherein the bonus condition is the awarding of one or more extra balls to drop in the base game.

189. The gaming console as claimed in claim 184, wherein the bonus
20 condition causes a change in the game structure.

190. The gaming console as claimed in claim 184, wherein the trigger condition to run the feature game is achieved by the collection of one or more balls in a predetermined container.

191. The gaming console as claimed in claim 1, wherein the structure of the
25 game is player selectable.

192. The gaming console as claimed in claim 1, wherein when a bonus is awarded the prizes associated with a particular container become larger.

193. The gaming console as claimed in claim 1, wherein a slot reel is activated by a ball or triggering event to provide a multiplier, or bonus trigger
30 determined by the stopping position of the reel.

194. The gaming console as claimed in claim 1, wherein a chocolate wheel is activated by a ball or other means to provide a multiplier, bonus or trigger determined by the stopping position of the wheel.

195. The gaming console as claimed in claim 1, wherein a spinning reel
35 game played above the pins such that when a winning combination occurs

on the reels, coins come out from below the reels and drop into the pins such that the base game determines the prize,

196. The gaming console as claimed in claim 1, wherein a feature game element is used to determine the base game structure.

5 197. The gaming console as claimed in claim 196, wherein the prize values, position of holes, number of pins, and pin layout are determined by the feature game.

198. The gaming console as claimed in claim 196, wherein containers have multipliers associated with them and when a win occurs on a feature game, a
10 ball is dropped through the pins to determine how much the win will be multiplied by.

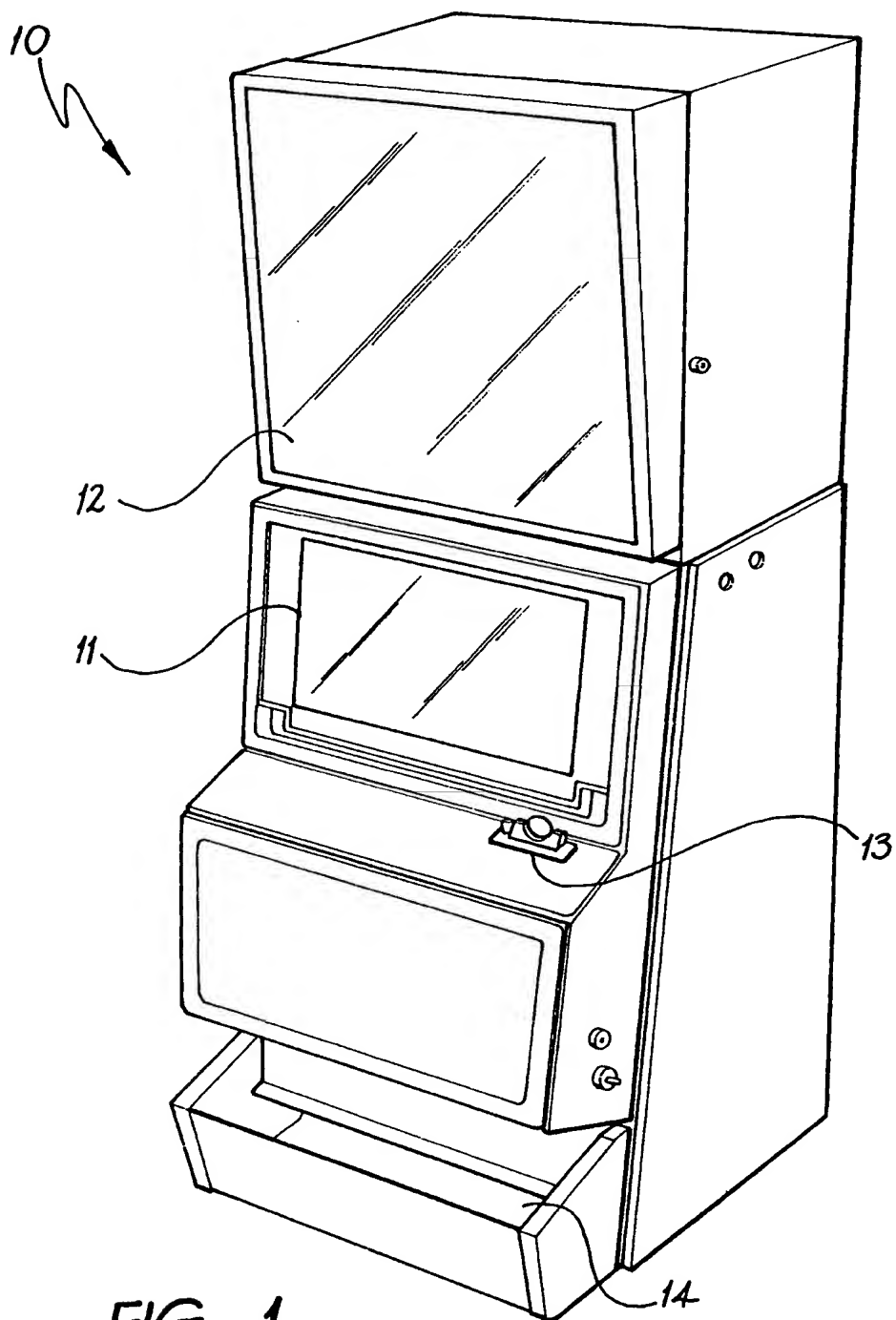


FIG. 1

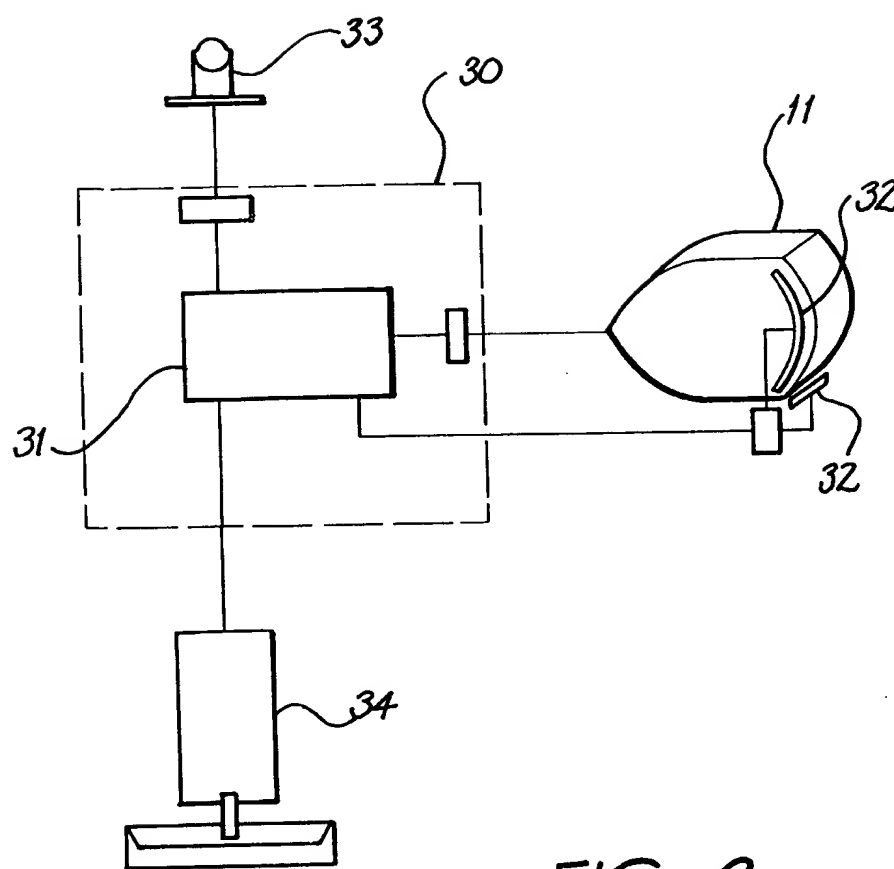


FIG. 2

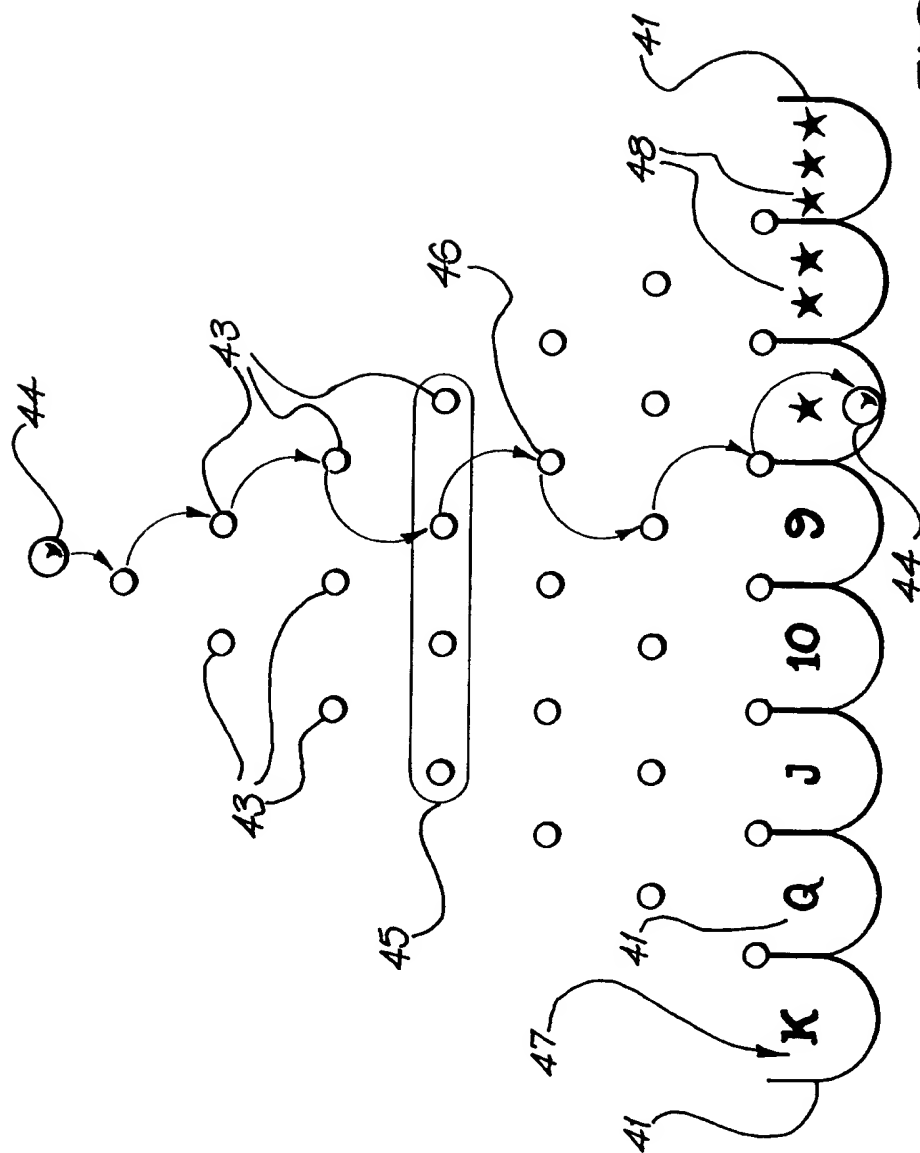


FIG. 3

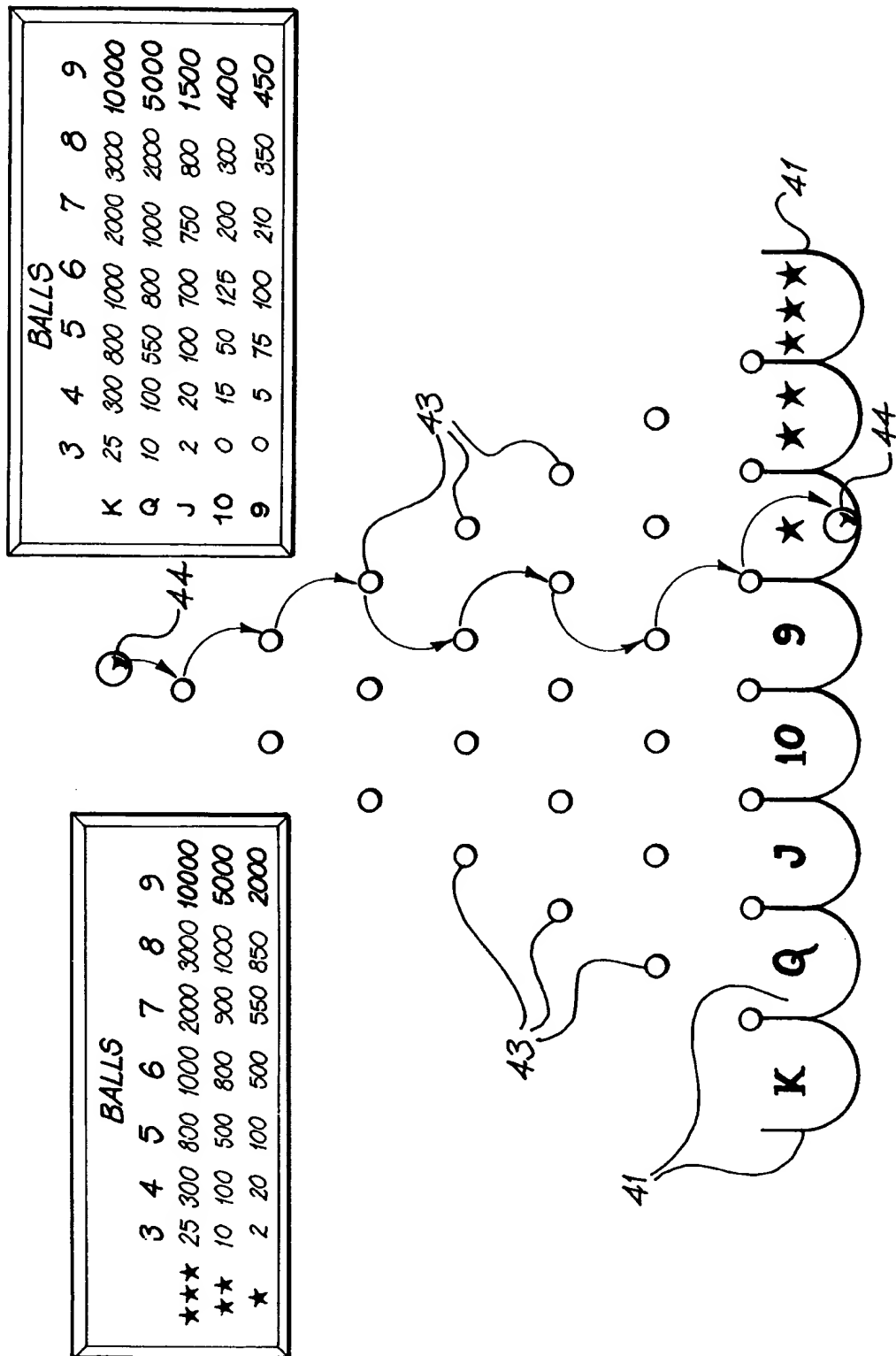
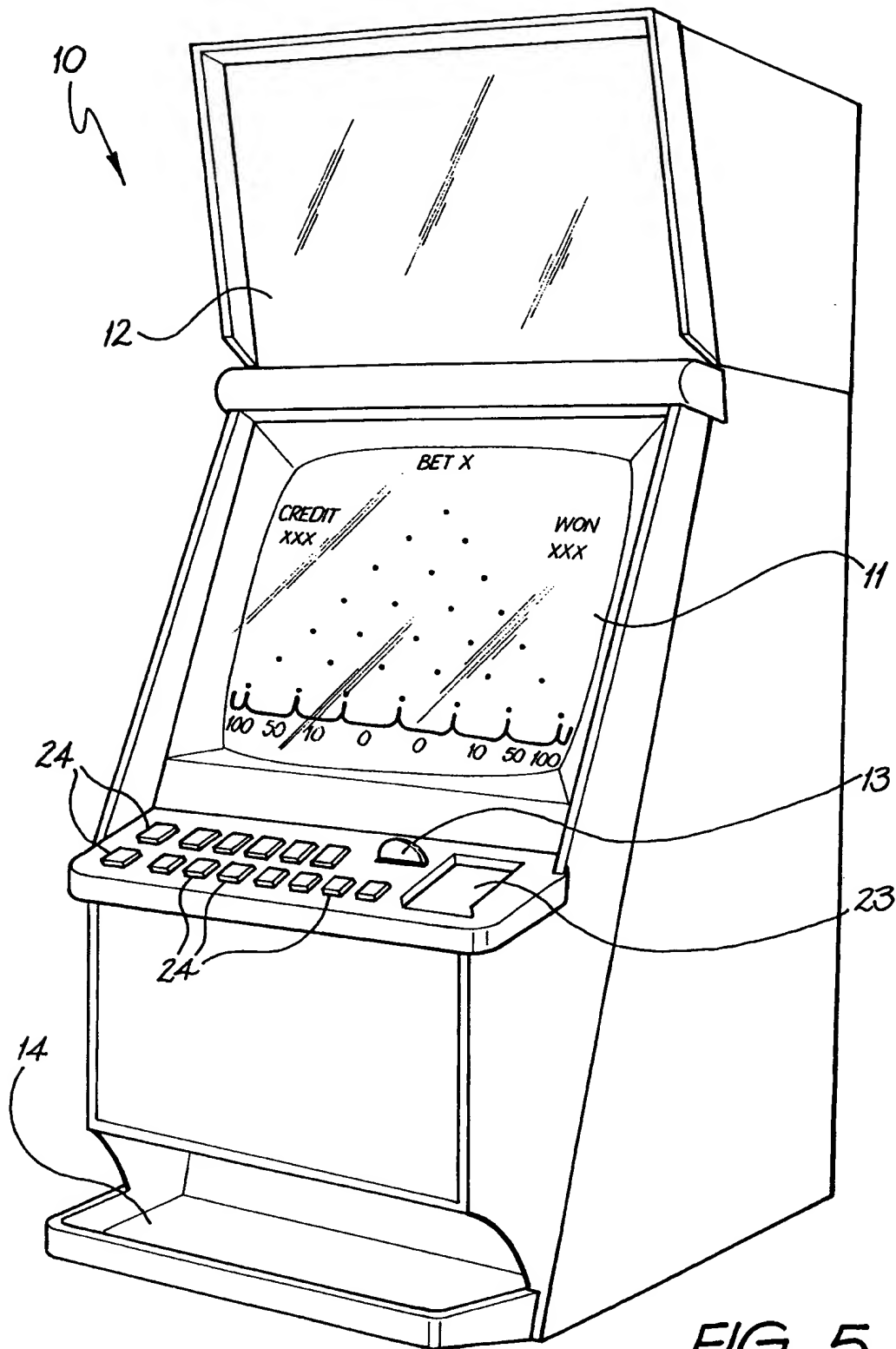


FIG. 4



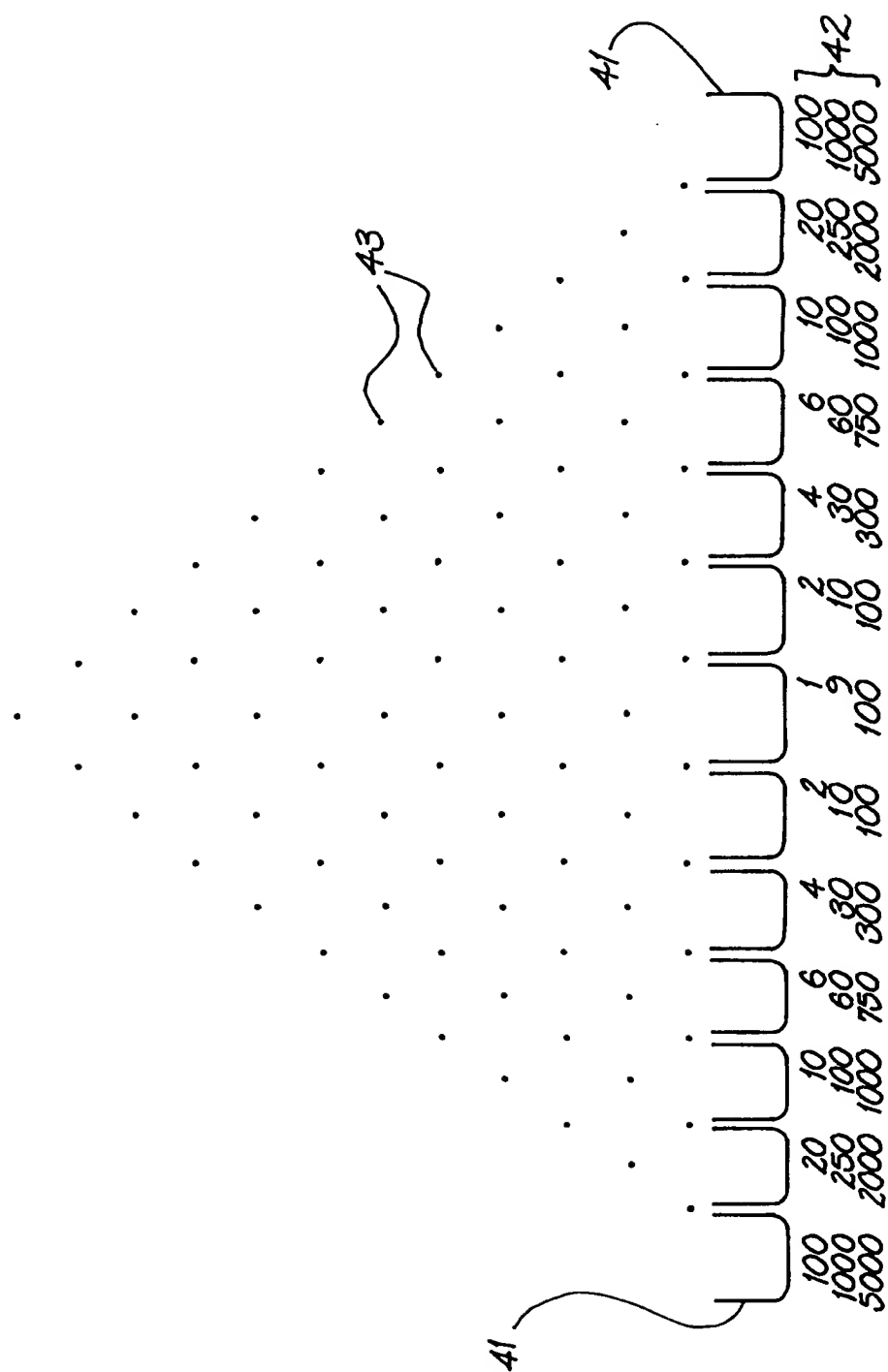


FIG. 6

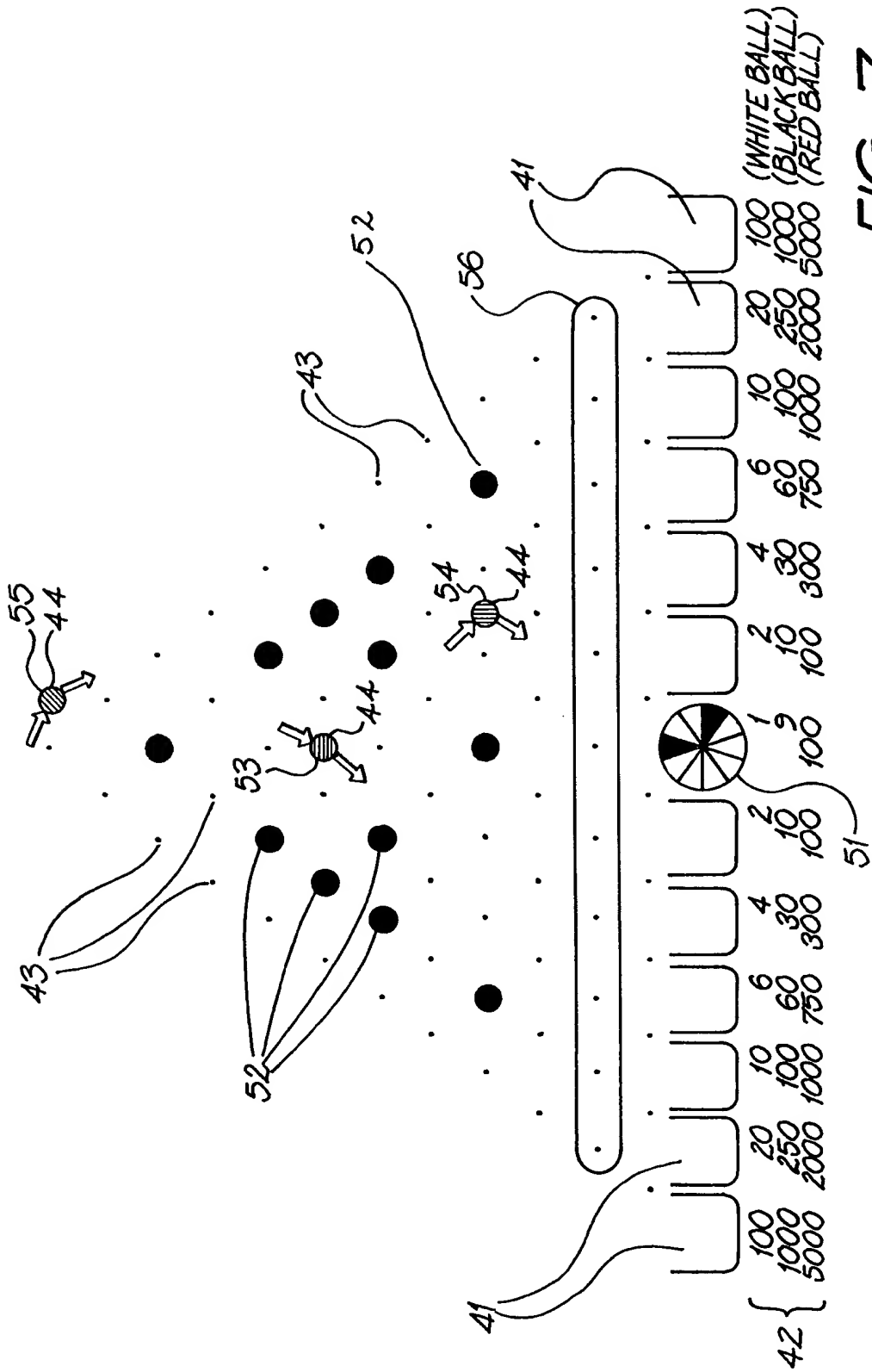


FIG. 7

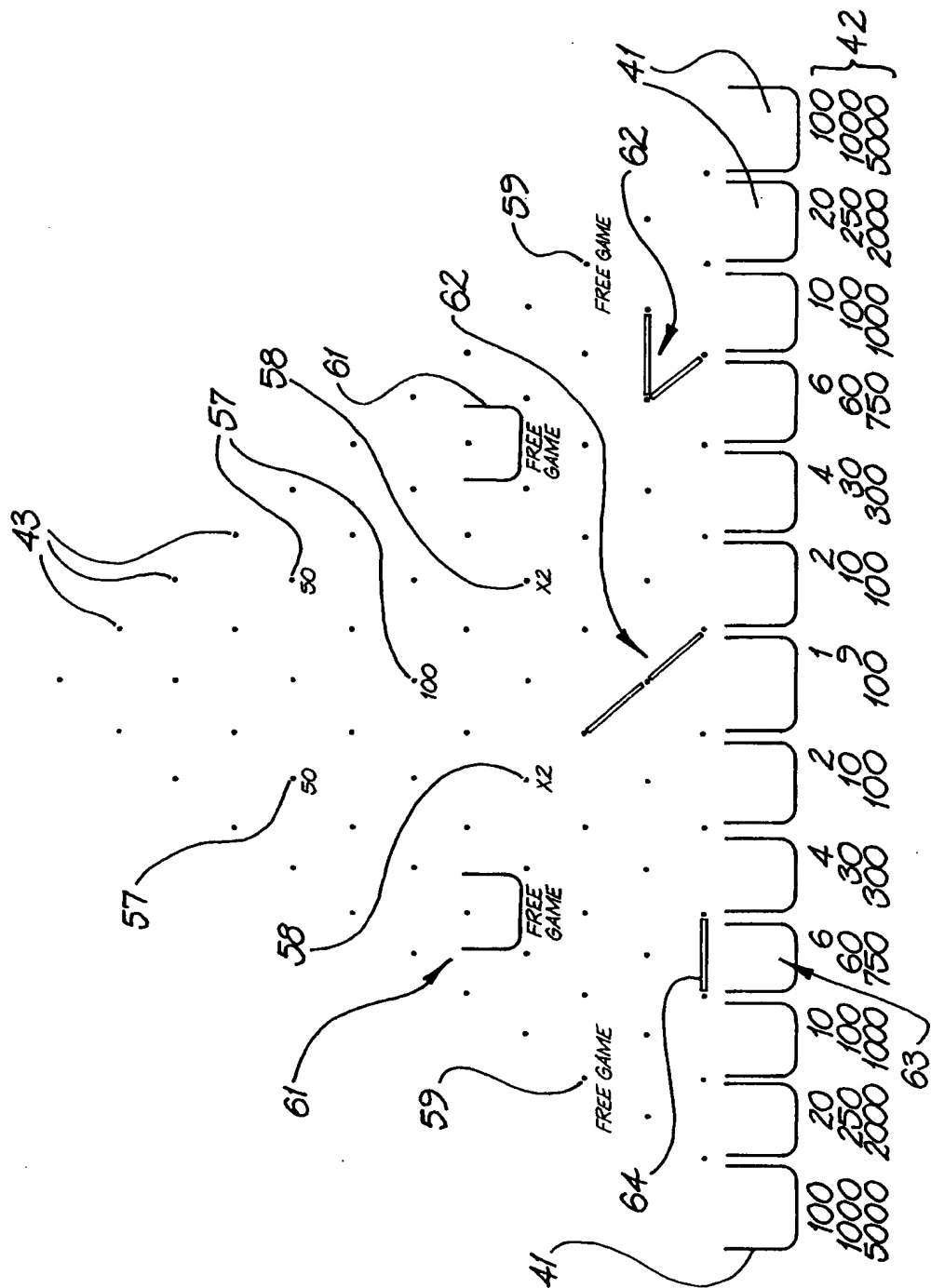


FIG. 8

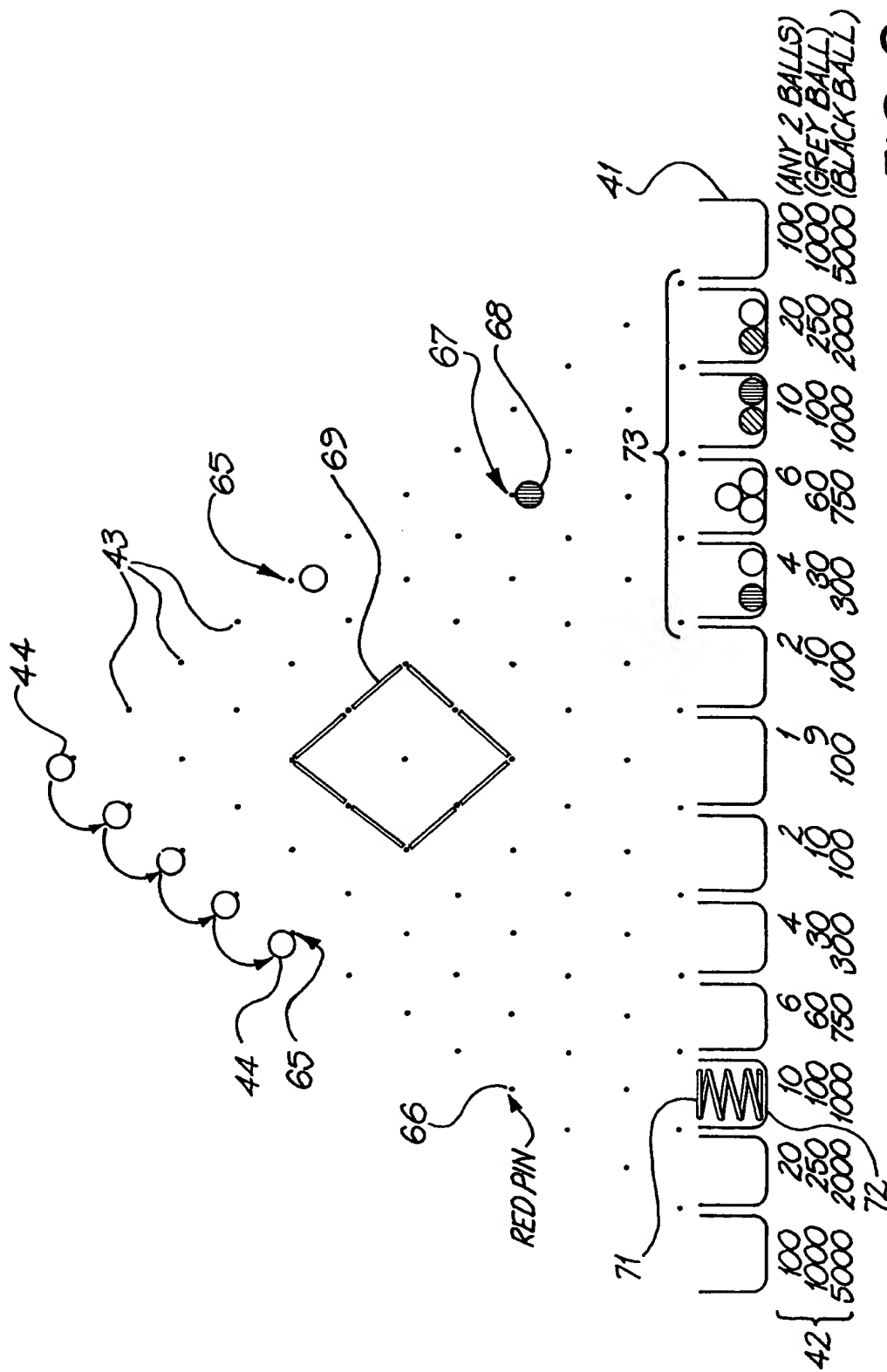
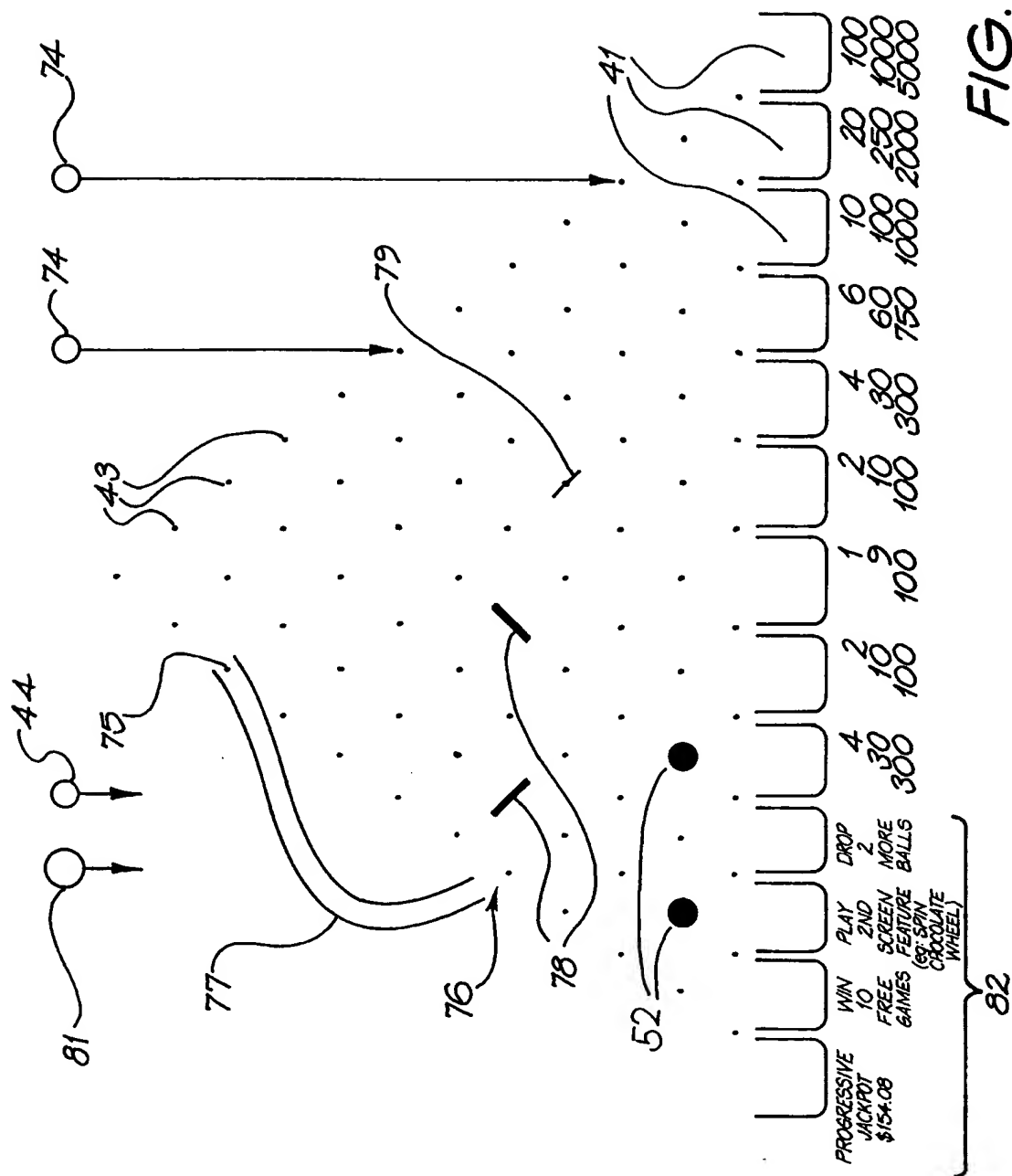


FIG. 9



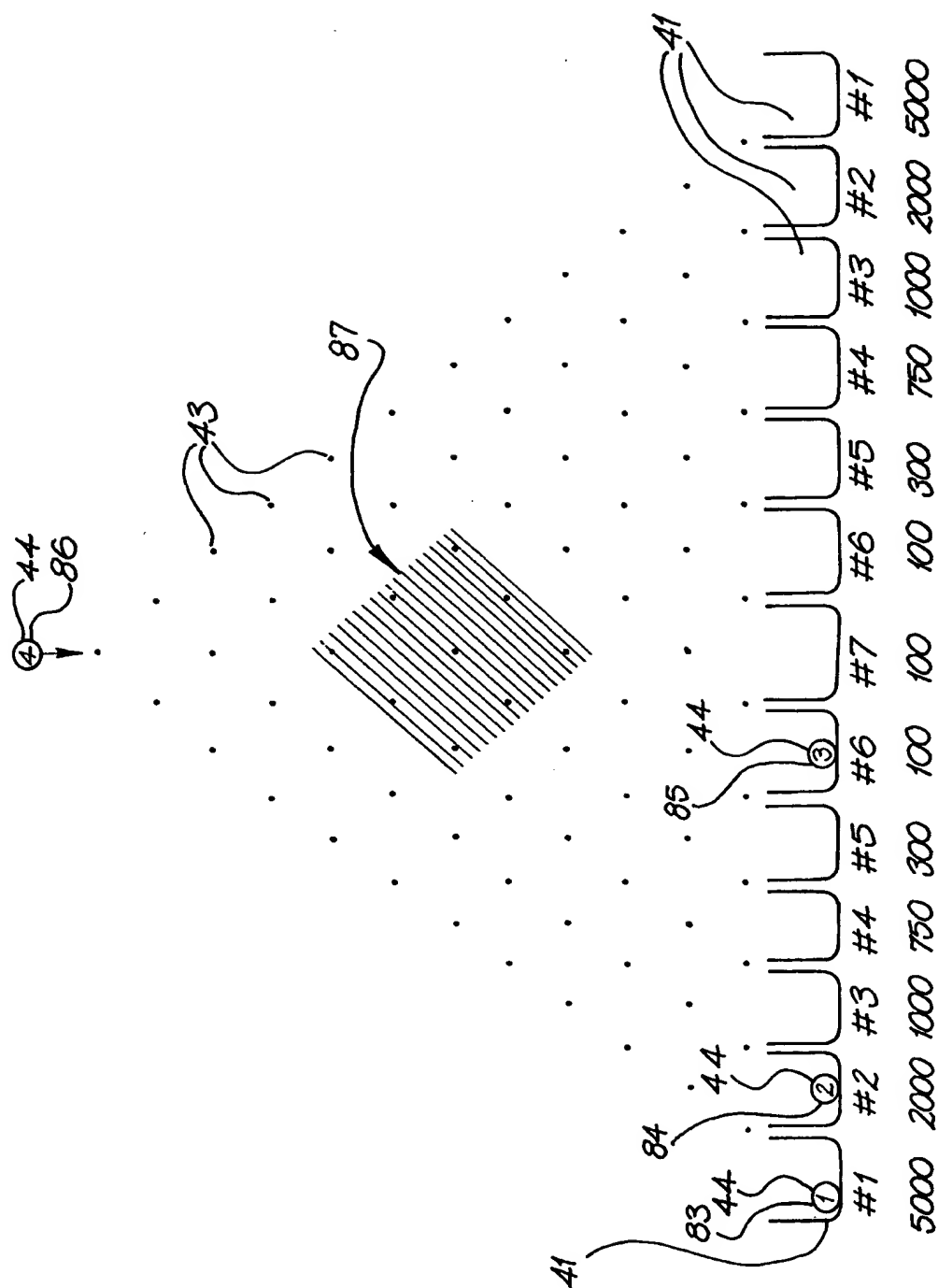


FIG. 11

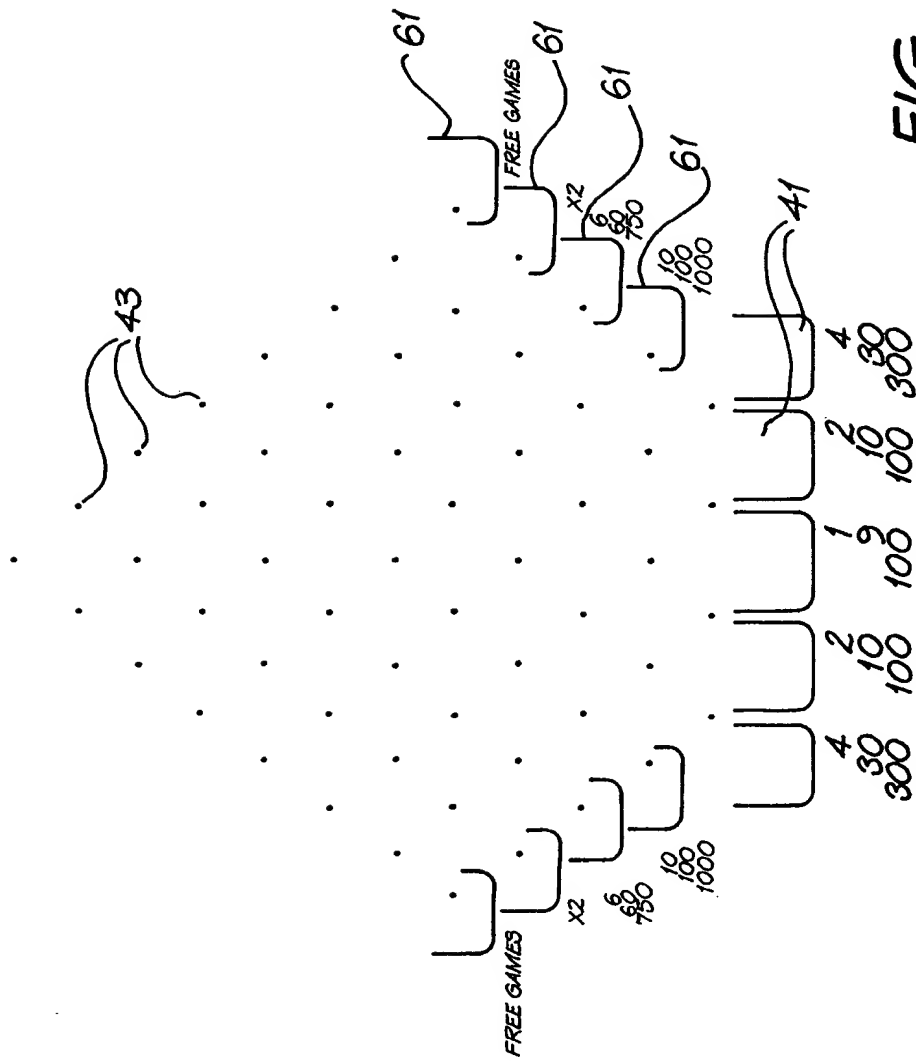


FIG. 12

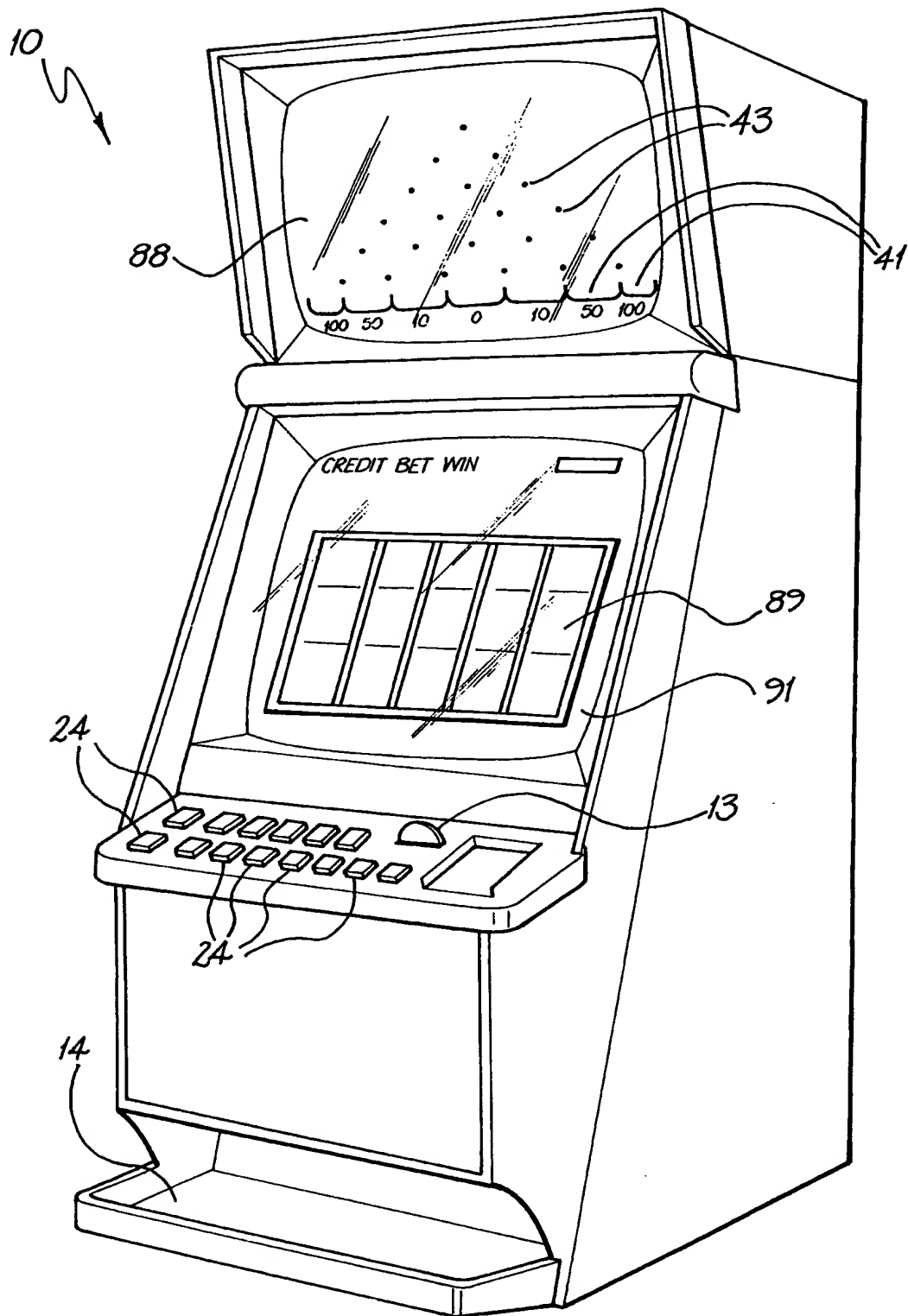


FIG. 13

INTERNATIONAL SEARCH REPORT

International application No.

PCT/AU 99/01047

A. CLASSIFICATION OF SUBJECT MATTER		
Int Cl ⁷ : A63F 7/02, 13/10, G06F 161:00		
According to International Patent Classification (IPC) or to both national classification and IPC		
B. FIELDS SEARCHED		
Minimum documentation searched (classification system followed by classification symbols) IPC A63F 7/02, 9/22, G06F 161:00		
Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched AU: IPC AS ABOVE		
Electronic data base consulted during the international search (name of data base and, where practicable, search terms used) WPAT: Pachinko		
C. DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	Derwent Abstract Accession No. 96-281162/29, class T01, JP 08117407 A (Sanyo Bussan KK) 14 May 1996	1
X	Derwent Abstract Accession No. 97-015267/02, class W04, JP 08280874 A (Nippon Telenet KK) 29 October 1996	1
X	Derwent Abstract Accession No. 98-113736/11, class T01, JP 10000264 A (Taiyo Denshi KK) 6 January 1998	1
<input type="checkbox"/> Further documents are listed in the continuation of Box C <input type="checkbox"/> See patent family annex		
* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent but published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "P" document published prior to the international filing date but later than the priority date claimed "T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention "X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family		
Date of the actual completion of the international search 4 February 2000		Date of mailing of the international search report 8 FEB 2000
Name and mailing address of the ISA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA E-mail address: pct@ipaaustralia.gov.au Facsimile No. (02) 6285 3929		Authorized officer CATHERINE REES Telephone No.: (02) 6283 2555